

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-27.
- After this Amendment: Claims 1-8, 10-12, 14-22, 24-26

Non-Elected, Canceled, or Withdrawn claims: 9, 13, 23, 27

Amended claims: 1, 11, 21

New claims: None

Claims:

1. (Currently amended) One or more processor-readable media having processor-executable instructions that, when executed by a processor, performs acts comprising:

obtaining an encoded multimedia segment, the segment having a defined normal decode schedule which designates a normal rate for decoding the multimedia segment;

decoding the multimedia segment at a rate greater than the normal decode schedule;

buffering the decoded multimedia segment produced by the decoding;

realtime glitch-free playback of the just-buffered and just-decoded multimedia segment, wherein the realtime glitch-free playback comprises rendering and presenting the just-buffered and just-decoded buffered multimedia segment such that the just-buffered and just-decoded multimedia

segment is played back without glitch, interruption, jumpiness, jerkiness, or change in playback speed.

2. (Original) One or more media as recited in claim 1, further comprising transforming the decoded multimedia segment.

3. (Original) One or more media as recited in claim 1, further comprising transforming the decoded multimedia segment by applying a transition from one portion of the multimedia segment to another portion.

4. (Original) One or more media as recited in claim 1, further comprising transforming the decoded multimedia segment by applying a transition, effect, titles, encoding, or decoding to the segment.

5. (Original) One or more media as recited in claim 1, further comprising determining whether to perform the decoding and buffering when spare computing resources are otherwise available concurrent acts comprising the decoding, the buffering, the rendering and the displaying.

6. (Original) One or more media as recited in claim 1, wherein the buffering occurs in a video memory.

7. (Original) One or more media as recited in claim 1, wherein one or more of the acts recited in claim 1 are performed concurrent; performance of each act consumes computing resources; the overall consumption of computing resources for concurrent performance of one or more of the acts does not exceed the resources available.

8. (Original) One or more media as recited in claim 2, wherein one or more of acts are performed via dedicated hardware, where those acts are selected from decoding, transforming, buffering, and rendering.

9. (Cancelled)

10. (Original) A computer comprising one or more processor-readable media as recited in claim 1.

11. (Currently amended) A system for facilitating glitch-free realtime playback of a multimedia segment, the system comprising:

a decoder configured to decode an encoded multimedia segment, the segment having a defined normal decode schedule which designates a normal rate for decoding the multimedia segment, the decoder being further configured to decode the encoded multimedia segment at a greater rate than the normal decode schedule, wherein the decoder is still further configured to determine whether to decode the encoded multimedia segment at a greater rate than the normal decode schedule when spare computing resources are otherwise available for doing so;

a buffer configured to store the decoded multimedia segments which the decoder has decoded at a greater rate than the normal decode schedule;

a renderer configured to obtain decoded multimedia signals from the buffer and render the decoded multimedia signals at a normal rate for presentation;

a display presentation mechanism configured to playback rendered and decoded multimedia signals in realtime and glitch-free manner.

12. (Original) A system as recited in claim 11, further comprising a transformer configured to receive the decoded multimedia segment and apply a transform on the segment.

13. (Cancelled)

14. (Original) A system as recited in claim 11, wherein the buffer is a dual-ported memory.

15. (Original) A system as recited in claim 11, wherein the buffer is a video memory.

16. (Original) A system as recited in claim 11, wherein decoder is embodied, at least in part, in a processor-readable memory.

17. (Original) A system as recited in claim 11, wherein decoder is embodied, at least in part, in hardware.

18. (Original) A system as recited in claim 12, wherein transformer is embodied, at least in part, in a processor-readable memory.

19. (Original) A system as recited in claim 12, wherein transformer is embodied, at least in part, in hardware.

20. (Original) A system as recited in claim 12, wherein a transform is selected from a group consisting of multimedia effects and multimedia transitions.

21. (Currently amended) A method comprising:

receiving a playback command to initiate playback of an encoded multimedia segment, the segment having a defined normal decode schedule which designates a normal rate for decoding the multimedia segment;

responsive to receiving of the playback command, decoding the encoded multimedia segment at a greater rate than the normal decode schedule;

transforming the decoded multimedia segment by applying a transition from one portion of the multimedia segment to another portion;

buffering the decoded multimedia segment produced by the decoding;

realtime glitch-free playback of the buffered and decoded multimedia segment, wherein the realtime glitch-free playback comprises rendering and presenting the buffered and decoded buffered multimedia segment.

22. (Original) A method as recited in claim 21, further comprising transforming the decoded multimedia segment.

23. (Cancelled)

24. (Original) A method as recited in claim 21, further comprising determining whether to perform the decoding and buffering when spare computing resources are otherwise available concurrent acts comprising the decoding, the buffering, the rendering and the displaying.

25. (Original) A method as recited in claim 21, wherein the buffering occurs in a video memory.

26. (Original) A method as recited in claim 22, wherein one or more of acts are performed via dedicated hardware, where those acts are selected from decoding, transforming, buffering, and rendering.

27. (Cancelled)